AMENDMENTS TO THE CLAIMS:

The listing of claims will replace all prior versions, and listings of claims in the application:

LISTING OF CLAIMS:

1.   (Currently Amended) A method of displaying information within a three-dimensional workspace on a computer display, said method comprising:

partitioning the workspace into a plurality of layers, where each layer corresponds to a display depth relative to a user;

displaying at least one substantially opaque container object at a first display depth, wherein the at least one container object is three dimensional and defines an interior three dimensional space within the at least one container object;

providing to the user a pointer operative to select objects within the three-dimensional workspace at a plurality of display depths; and

responsive to the user selecting a container object,

reducing an opacity level of the selected container object in order to reveal at least one content object contained therein; and

displaying the at least one content object contained within the selected container object at a deeper display depth relative to the first display depth.

2.   (Original) The method as set forth in claim 1, wherein reducing the opacity of the selected container object includes:

determining a desired opacity level of the selected container object;

selecting a dither pattern corresponding to the desired opacity level; and

replacing pixels corresponding to the container object with pixels corresponding to the at least one content object in accordance with the selected dither pattern.

3.   (Original) The method as set forth in claim 1, further comprising:

responsive to the user selecting a container object, prompting the user for a

2

password corresponding to the selected container object.

4.   (Original) The method as set forth in claim 3, wherein each container object is selectively accessible by providing a different password.

5.   (Original) The method as set forth in claim 1, wherein the providing step includes:
        receiving a control signal indicating a user preference for one of (i) a two-dimensional pointer operative to select objects at the first display depth, and (ii) a three-dimensional pointer operative to select objects at the plurality of display depths.

6.   (Original) The method as set forth in claim 5, further including:
        dynamically adjusting the size of the three-dimensional pointer based upon the layer being accessed by the user, such that the three-dimensional pointer is larger at the first display depth and smaller at the plurality of display depths.

7.   (Canceled)
8.   (Canceled)
9.   (Canceled)
10.   (Canceled)
11.   (Canceled)

12.   (Currently Amended) In a computer system having a visual display system operating in conjunction with a visual display screen, a computer-implemented method of presenting a three-dimensional workspace having depth perception on the display screen, said method comprising:
        displaying a plurality of substantially opaque container objects at a first display depth perceived to be proximate to the display screen, wherein the container objects are three dimensional and each define an interior three dimensional space within the container object;

providing to the user a three-dimensional cursor operative to navigate within the three-dimensional workspace; and,

responsive to the user selecting one of the substantially opaque container objects,

reducing an opacity level of the selected substantially opaque container object; and

displaying at least one content graphical object at a deeper display depth relative to the first display depth.

13.   (Currently Amended) The method as set forth in claim 12, wherein reducing the opacity level of the selected substantially opaque container pictorial object includes:

replacing pixels from the substantially opaque container pictorial object with pixels from the at least one content graphical object contained therein in accordance with a predetermined dither pattern.

14.   (Previously Presented) The method as set forth in claim 12, further including:

adjusting the size of the three-dimensional cursor based upon the display depth at which the user is navigating.

15.   (Currently Amended) The method of claim 1, wherein the step of displaying supplying at least one container object includes displaying a plurality of container objects.

16.   (Previously Presented) The method of claim 15, wherein the plurality of container objects, include a plurality of content objects contained therein.

17.   (Previously Presented) The method of claim 16, wherein at least one of the container objects has at least one of a shape, size or depth attribute different from other ones of the container objects.

18. (Previously Presented) The method of claim 12, wherein the plurality of container objects, include a plurality of content objects contained therein.

19. (Previously Presented) The method of claim 12, wherein at least one of the container objects has at least one of a shape, size or depth attribute different from other ones of the container objects.

20. (Not Entered)

21. (Not Entered)

22. (Not Entered)

23. (New) The method as set forth in claim 1, wherein the at least one content object is three dimensional and is contained within the three dimensional space of the at least one container object.

24. (New) The method as set forth in claim 12, wherein the at least one content object is three dimensional and is contained within the three dimensional space of the container objects.

25. (New) The method as set forth in claim 5, wherein the control signal is software generated.